

THE OLD
HOCUS POCUS.

BEING

The Anatomy of *Legerdemain*;
Or, The Whole Art of Jugling.

Set forth in its proper Colours, fully, plainly, and exactly; so that an ignorant Person may thereby learn the full Perfection of the same, after a little Practice. Also the Trick of changing a Card into a live Bird, or into any Picture.

To which is added,

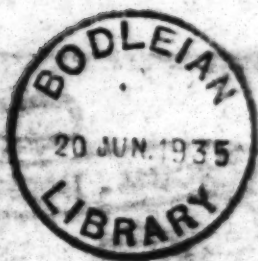
The Compleat *Vermin-Killer*.



The Harlequin Edition, with Additions.

L O N D O N :

Printed for A. Mansfield and C. Hitch, at the Red Lion
in Paternoster Row; and R. Ware, at the Swan and
Stake in Abchurch Lane; and J. Ouborn, at the Golden
Ball in Fleet Street; and J. Hedges, at the Lamb
in St. Dunstons Church.





TO THE
READER.

Courteous Reader,
Do you not wonder?
If you do not, well
you may, to see so
slight a Pamphlet
so quickly spent: But lightly
come, and lightly go; it is a
Fugler's Term, and it will be
for the Subject. Would you
know

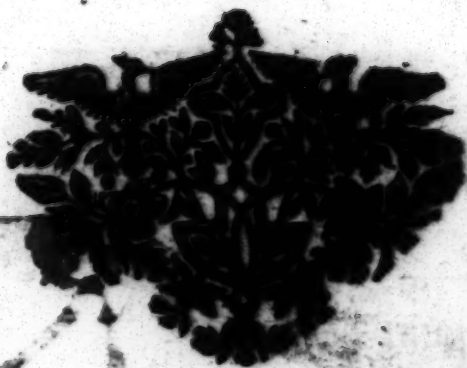
To the Reader.

know whence it first came?
Why, from *Bartolomew-Fair*.
Would you know whether it's
bent? For the Fair again; a
Stragler, a Wanderer, and as
I said, as it lightly comes, so it
lightly goes; for it means to see
not only *Bartolomew-Fair*, but
all the Fairs in the Kingdom
also; and therefore in the Front,
Hiccius Doctus is the Post-
master, and what he wants
there, I will give him here, a
Word or two of Command, a
Term of Art, not so much Sub-
stantial as Circumstantial, *Ce-
letler vade*, over Hedges and
Ditches, though thick and thin,
to come to your Fairs; Room
for a *Jugler* all in Post, yet
with

To the Reader.

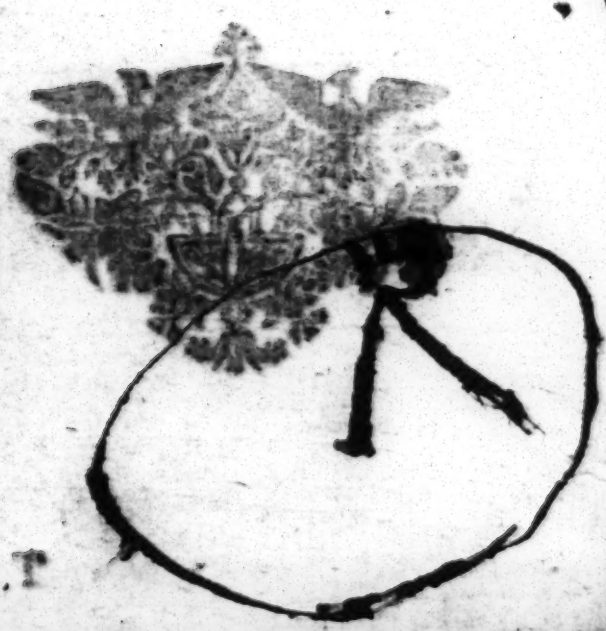
with a Desire to give you full Satisfaction. If you like it, then by it, and read it, if otherwise, leave it for them that list.

Farewell



THE

with a Desire to give you full Sa-
tisfaction. If you like it then
by it and read it, if other-
wise, leave it for them that
live.



J. H. B.



T H E
A R T
O F

Legerdemain discovered.

*The Original of Legerdemain, and how
it came first into this Kingdom.*

IT came first into the Kingdom by
certain *Aegyptians*, that were tran-
sportèd hither, who growing in
Multitudes, dispers'd themselves thro'
most

most Parts of this Kingdom : who being most expert in this Art, and in Palmestry, couzen'd the People in all Parts wheresoever they came.

Now diverse vagrant *English* joyning with them, in time, learnt both their Language, and couzening Delusions, whereby at length they were discover'd, and thereupon the next ensuing Parliment, there was a Statute enacted, *That whosoever should transport an Egyptian, shou'd have a Fine impos'd on him ; Moreover, That whosoever should assume unto themselves the Names of Egyptians, it should be imputed unto them as Felony, in so high a Degree, that they might not have their Book granted unto them : which Statute was put in Execution, and since that time our Kingdom hath been well dis-burthen'd of those Egyptian Juglers.*

The

Legerdemain discover'd. 3

The Definition of the Art of Legerdemain, with its Principal Parts.

Legerdemain is an Operation ; whereby one may seem to work wonderful, impossible, and incredible Things by Agility, Nimbleness and Slightness of Hand. The Parts of this Art are principally two. The first is in the Conveyance of Balls, Cards, Dice, Money, &c. The Second is in Confederacy.

The End of the Art of Legerdemain.

THe End of this Art is either Good or Bad, according as it is used : Good and Lawful when it is used at Festivals and merry Meetings, to procure Mirth, especially if it be done without Desire of Estimation above what we are. Bad, and altogether Unlawful, when it is used on purpose to Couzen, Deceive, or for Vain-glory,

ry, to be esteem'd above what is meet
and honest.

*The Definition, or Description of the
Operator.*

First, He must be one of an impu-
dent and audacious Spirit, so
that he may set a good Face upon the
Matter.

Secondly, He must have a nimble
and cleanly Conveyance.

Thirdly, He must have strange
Terms, and emphatical Words, to
grace and adorn his Actions, and the
more, to astonish the Beholders.

Fourthly, Such gestures of Body as
may lead away the Spectators Eyes
from a strict and diligent beholding
his Manner of Conveyance.

Legerdemain discover'd. 5
Of the Play of the Balls.



THE Operator thus qualified, must have his Implements of purpose to play withal; and first, he must have three Cups, made of Brasse, or Crook-wid-lane Plate: These Cups must be of all one Size, and the Bottom of each of them must be set a little with-

B

in

in the Cup; mark the following Figure, for thereby they are truly presented both in Form and Bigness, it is noted with the Letter B. Also he must have four Balls made of Cork, about the bigness of a small Nutmeg. First, He must practice to hold these Cork-balls, two or three of them at once in one Hand. The best Place and the readiest to hold one Ball, is between the Ball of the Thumb, and the Palm of the Hand; but if you hold more than One at one Time between your Fingers towards the Bottoms. The Place to hold a great Ball is between your two Middle-fingers, Remember in your Play always, to keep the Palm of your Hand downward. After you have once learn'd to hold these Balls handsomely, you may work diverse strange and delightful Feats.

Legendemain discover'd. 7

But whether you seem to cast your Ball in the Air, or into your Mouth, or into your Hand, yet still retain it in the same Hand, still remembering to keep the Palm of your Hand downward, and out of Sight. Now to begin:

He that is to play must sit on the farther Side of a Table, which must be covered with a Carpet, partly to keep the Balls from rowling away, and partly to keep them from running; likewise he must

put his Hat in his Lap, or sit in such a manner, as that he may receive any thing into his Lap, and let him cause all his Spectators to sit down. Then let him draw his four Balls, and lay three of them upon the Table (and retain the fourth in his right Hand) and say, *Gentlemen, here are three*

Some I have seen sit with their Codpiece open; others play standing with a Budget hanging before them; but all comes to one End.

Some Feats may with more Grace be performed standing, than sitting.

The manner of holding the Caps will conceal the Ball that you retain in your Hand.

Balls you see. 1. Meriden; 2. Benedic; And 3. Presto John; then let him draw his Cups, and hold them all Three in his right Hand also, saying, *Here are also three Cups; saying, See, there's nothing in them; neither have they any false Bottoms.* Then say, *See, I will set them all on a Row; and clap them all on a Row, and clapping them down, convey the Ball that you retained under the middlemost Cup, saying, as you set them down, Nothing there, there, nor there.*



Then shew your Hand, and say, *Gentlemen, you see here is nothing in my Hands; and say, Now to begin; and take up with your right Hand one of the three Balls that you laid down, and say, This is the First; and with that seem to put it into your left Hand, and presently shut your left Hand, and being shut, clap it unto your Ear, saying, This*

Legerdemain discover'd. 9

is for the Purging of the Brain, Presto be gone ; then move both the utmost Cups noted with A and B, with both your Hands, saying, *And there is nothing there, nor there* ; and in the clapping them down, convey the Ball in your

  
right Hand under the Cup noted B, then with your right Hand take up the second Ball, and seem to put it into the left Hand, (but retain it) shutting your left Hand in due Time ; then clap your left Hand upon your Mouth ; seem to sup the Ball out of your Hand, and make a Face as if you swallowed it, then say, Presto, *and that's gone you see* ; and with your right Hand move the Cup noted A, saying, *And there is nothing* ; and in clapping it down, convey the Ball you retained, under it, so have you conveyed into each Cup a Ball.



Then with your right Hand take up the third Ball, and seem to put it into your left Hand, shutting it in due Time, and then reach it from you, saying, *Vade, couragious*, and open your Hand, and blow a Blast, looking up as if you saw it flying away, and say, *Passa couragious*, and that is gone : Then take up the Cups one after another, and say, Nevertheless, Gentlemen, there is one, there is two, and there is all three again : Then cover them and say, See, you, Gentlemen, I will cover them all again. Then say, Now for the Fifth; then with your right Hand take up the first Cup, and with your left Hand take up the Ball that is under it, saying, See, *Take it out* : and in setting down the Cup again, convey the Ball in your right Hand under it, then with your right Hand take the Ball out of your left hand, seem to put it into your Pocket (but retain it) saying, *Vade*; that's gone into my Pocket you see ; then take up with your right hand

Legerdemain discover'd. 11

the second Cup, and with your left hand take the Ball from under it, and say, See, I take this out fairly also, and in setting down the Cup, convey the Ball that you retained, under it, and then with your right hand take the Ball out of your Left, and seem to put it into your Pocket, (but retain it) saying *Jubeo*, and that's gone into my Pocket; then with your right hand take up the third and last Cup, and with your left hand take the Ball from under it, and say, here I take my last out, and in setting down the Cup, convey the Ball that is in your right hand, under it, and then with your right hand take the Ball out of your left



hand, and seem to put it into your Pocket (but retain it) and say, *Vade*, 'tis gone into my Pocket; then take up your Cups orderly, saying, Gentlemen, here is one you see, here is two,

and

and here is all three again ; and in setting down the last Cup noted A, convey the Ball that you retained in your hand under it.



Then take up one of the three Balls with your right hand, and seem to put it under the Cup B, but retain it, and then say, By the Power of Experience, *Jubeo*, come away when I bid you under this Cup A ; then take up B, and say, See you, Sirs, he scorns to tarry under this Cup, but is crept under here : Then take the Cup A, and they will wonder how it came thither. Then say, Gentlemen, and you see here is the one, and in setting it down, con-



vey that in your right hand under it, then with your right hand take up the

the

Legerdemain discover'd. 13

the second Ball, and seem to put it into your left hand, shutting your left hand in due time: Then hold your said left hand from off you, and pronounce these Words, with a *Revo castivaoca* (open your hand tossing it up) that's gone; then take up the Cup A, and say, See here they are both got together: Then say, here are but two, and setting down, convey the Ball you retained in your right hand under it.



Then with your right hand take up the third Ball, and seem to put it into your left hand, and shutting it in due time, say, *This is my last Ball, Vade Passa courageous*, (open your left hand, then tossing it up, and staring after it) *and that's gone you see*, then take up the Cup A, and say, *Here they are all three again.*

Then

14 The Art of

Then with your right hand take up the first Ball, and seem to put it into



your left hand; shutting your said left hand in due time; then, as if you were at Dice, cast your left hand at the Cup D, and blow after it, saying, *Vade pas*, and 'tis gone, then take up the Cup noted A, and clap it upon the Cup D, and in clapping it on, convey the Ball you retained in your right hand, upon the top of the Cup D.



Then take up the second Ball with your right hand, and seem to put it into your Left, shutting it in due time, as you did before; now in like manner same to make the same vanish with a

Word

Legerdomain discover'd. 15

Word of Command, then take up the Cup C, and clap it upon the Cup A; and clapping it on, convey the Ball you retained in your right hand, upon the top of the Cup noted A.



So then you have conveyed under each Cup a Ball; then take up the third Ball, seeming to vanish is as the two former, but retain it, then show them under each Cup one, which will be very strange.

Then take one Cup in your right Hand, and clap it upon another, saying, See, Gentlemen, I will set you one Cup upon another, and in clapping it on, convey the Ball you retained in your right Hand upon the top

top of the lowermost Cup: Mark the Figure following:



Then take up one Ball, and seem to cast it in the Air, and staring after it, saying, *Vade*, that's gone; then with your right hand take up the uppermost Cup, say, See here, he is crept between my Cups, and in clapping it down again, convey the Ball that you retained under it.

Then with your right hand take up the second Ball, and seem to put it into your left hand, shutting it in due time: Then open your left hand tossing it, say, *Vade*, and that's gone; then with your right hand take up the uppermost Cup, and say, Do you see

Legerdemain discover'd. 17

see, Gentlemen, they are snug'd like a young Man and a Maid in Bed together, and in setting it down, convey the Ball that you retain.

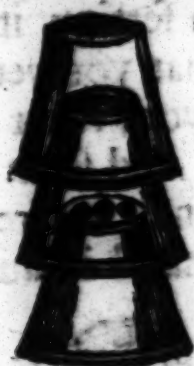
Then with your right hand take up the third Ball, and seem to put it into your left hand, but retain it, shutting your left hand in due time: then



hold it from you, and then open your hand, tossing it up, and gaping after it, say, *Mountifields*, mount, that's gone, and then take up the Cup, and say, Here is all three again: Then cover them again, and say, Single is nothing, then clap the third Cup upon them, but double is somewhat.

Then may you seem to pull all the three Corks out of the top of the upper
C Cup,

Cup, causing them to vanish one after another, as I have sufficiently taught



you before, which may be performed by that one Ball that you retain in your right hand.

And lastly, Take the uppermost Cup, and set it down first by itself, then with both hands nimbly hoisting the other two Cups, shuffle them one upon another, and the Ball will not fall out, and so it will be thought that you have pulled three Balls out of the Bottoms of the two uppermost Cups, I could teach you to vary these Feats a hundred Ways, but I leave it to those that intend to follow the Trade.

How

Legerdemain discover'd. 19

*How to make a great Ball seem to come
through a Table into a Cup.*



SET one of your Cups upon a Table, and take a good big Stool-ball out of your Pocket, and say, clapping your hand with the Ball in it, under the Table, My Masters, would you not think it a pretty Trick, that I should make this Ball come thorough the Table into the Cup: Then some one or other will take up the Cup to see if it be so: Then hold the Ball between your two middle Fingers of your right hand, stare them in the Face, and say, Nay, but you must

not move my Cup out of its Place, while I have said my Words of Command ; with that set your Cup in its former Place, and in setting down, nimblely convey the Ball under it, and say, *Hi fortuna nunquam credo, vade* *courageous*: Now see (I say) if it be there or not, which when they see, they will imagine was conjured into it by virtue of your Words.

Other pretty Tricks with Balls.

Retain one small Ball in your hand, and lay three other small Balls upon the Table ; Then with your right hand take up one of the three Balls, and put it into your left hand, saying, There is one ; then take up the second, and put that into your left hand also, and therewith likewise put the Ball you retained in your right hand, saying, And there is two ; (yet you know there is three already) and shut your hand in due time :
then

Legerdemain discover'd. 21

then take up the third Ball in your right hand, and clap your right hand upon the upper Part of your left Arm, retaining the Ball firmly, pronounce these Words, *Jubeo celeriter*, come all into my hand when I bid you. Then withdraw your right hand (holding the Palm thereof downward) saying, That's gone, Gentlemen, then open your left hand, and say, Here all three together, and lay them down on the Table,

Another.

TAke up one of the Balls in your right hand, and put it in your Pelt, holding it firmly between your Fore-finger and Thumb of your said left hand: Then with your Fore-finger and Thumb of your right hand, (but be nimble) seem to pull one Ball out of another, which you may do by slipping the Ball that you retained in your right hand, between the Fore-finger

finger and Thumb of the said hand, saying, Thus, by Activity have I learned to do, out of one little Ball to make two, and all of one bigness, then lay all four balls upon the Table.

Another.

With your right hand take one of the balls, and seem to put it into the left, but retain it, shutting your left hand in due Time, and say, There is one; then hold your hand from you. Then with your right hand take up another, saying, Here I take another: Then pronounce these Words, *Mercurus, Mercurus*, by the Powder of Experience, *Jubeo*; then open your left hand, saying, That's gone; and then open your right hand and shew them both together.

Legerdemain discover'd. 23

*How to make a Stone seem to vanish out
of your Hand.*

YOU must have a Stone of a reasonable bigness, such as you may well hold in your hand, sitting in such Manner as I have formerly said, that you may receive any thing into your Lap; take this Stone out of your Pocket, saying, You see, Gentlemen, here is a Stone, a miraculous Stone; will you have it vanish, *Vade*, or go away invisible? Which being said, withdraw your hand by the Side of the Table, letting the Stone slip down into your Lap, in which time stare about you, saying, Chuse you whether. Then reach out your hand and say; *Fortuna variabilis, lapis inestimabilis. Jubeo, vade, vade, couragious.* Open your hand, then tossing it up and blow a blast, and look up, saying, Do you see it gone. Your looking up will make them to look up, in which time you
may

may take the Stone again in the other hand, and slip it into your Pocket.

Another.

TAKE your Stone again out of your Pocket, saying, Here it is once again, and I will give it unto any of you to hold, and reach your hand out unto them, and opening your hand, say, Loe, here it is. Then when any one is about to take it, withdraw your hand to the Side of the Table, and make your conveyance as before, in which time say, but you must promise me to take it quickly: Then will he say, I will; then reach your hand (being shut) out unto him again, and while he strived, thinking to take it quickly, hold fast, and say,

By agility and nimbleness of Hand, you may make a Piece of a Hare Skin to stir and run about you as a live Creature, and at last to vanish away, which will be imagined to be some Familiar that you deal withal.

Vade

Vade

Legerdemain discover'd. 25

Vade courageous, celeriter vade: In which time you take up the Stone in the other hand, and hold it from you. Then open your hand, and say, Lo, if you can hold a pretty Lass no faster when you have her, I will not give a Pin for your Skill.

How to make a Card vanish, and find it again in a Nut.

TAKE what Card you will, peel the printed Paper from off it, and role it hard up, and make a hole in a Nut, and take out the Kernel, and thrust in the Card, afterwards stop the hole of the Nut neatly with Wax, this Nut you must have in readiness about you, and when you are in your Play, call for such a Card as you inclosed in your Nut, or else have one in a readiness, and say, You see, Gentlemen, here is such a Card, then wet it, and peel off the Printed-side, role it up, and in the usual Manner convey it away :

away: Then take your Nut out of your Pocket, and give it unto one, and say, Crack that Nut, and tell me if you can find the Card there, which being found, will be thought very strange.

Then have another such like Nut, but filled with Ink, and stopped after the same Manner that your other Nut was, and give that unto another, and bid him crack it, and see what he can find in that, and so soon as he hath cracked it, all the Ink will run about his Mouth, which will move more Mirth and Laughter then the Former.

How to seem to eat a Knife.

DESIRE any one of your Spectators to accommodate you with a Knife, which when you have gotten, hold it in such manner, as that you may cover the whole Knife with both your hands, the End of the Haft excepted, and set the Point of it unto your Eye, and say, Some-body strike

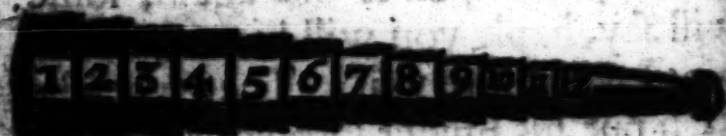
Legerdemain *discover'd.* 27

it with his Fift, but no body will be-
cause it is so dangerous a thing : Then
set your hands upon the Table, and
looking about you, say, Why, will no
body strike it in? In which time let
the Knife slip down into your Lap.
Then nimbly make as if you chopt it
hastily into your Mouth, or to hold it
in one hand, and strike it in with the
other (but nimbly) then make two or
three sower Faces, saying, Some drink,
some drink ; or else you may say, Now
some one put his Finger into my
Mouth, and pull it out again, some
will say, haply you will bite me ; say,
No, I will assure you. Then when he
hath put his Finger into your Mouth,
he will pull it out, and say, Here is
nothing (this time is sufficient to con-
vey the Knife out of your Lap into
your Pocket) say again, Why, you have
your Finger out again, did you think
to pull the Knife out? If that should
be in my Mouth, it would kill me ;
The Knife is here in my Pocket, and
with that take it and deliver it again.

How to Wrap a Wag on the Knuckles.

TAKE a ball and lay it on the Table, and holding a Knife in one hand by the blade, desire some body to take that ball that is upon the Table, and lay it upon the Haft of the Knife, pretending that you will blow it thence invisibly, and when he is laying it on, take him a good rap on the Knuckles.

How to seem to swallow a long Pudding made of Tin.



THIS Pudding must be made of Tin, it consisteth of twelve little Hoops made Tap-wise, so that they may almost fall one thorow another, and have a Piece of Canvas ty'd over the biggest End thereof, to the End it may not hurt your Teeth by hasty clap-

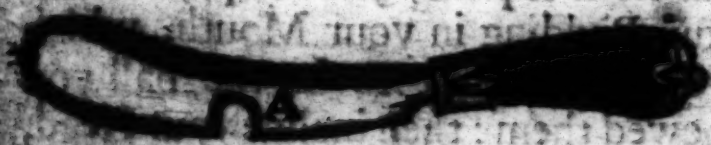
Legerdemain discover'd. 19
clapping it into your Mouth. The
Figure whereof followeth, and is
marked with a Letter A.

Holding this Pudding (for so it is
called) privately in your left hand
with the Canvas-end Uppermost, and
with your right hand take a ball out
of your Pocket, and say, *This Ball is
good for a loss Maiden-head, or an old
Woman that is half out of Conceit with
herself, because her Neighbours deem her
not so young as she would willingly seem
to be, let her come unto me, for this
Ball is present Remedy.* Then seem
to pull the ball into your left hand,
but let it slip into your Lap, and clap
your Pudding in your Mouth, which
will be thought to be the Ball you
shewed them: then incline your Head,
and open your Mouth, and the Pud-
ding will slip down at its length, which
with your right hand you may strike
up into your Mouth again: Do thus
three or four times one after another,
and the last time you may discharge
D your

The Art of

your Mouth of it into your hand, and clap it into your Lap without Suspicion, so that you make two or three sower Faces after it, as if it stuck in your Throat; and if you practise to smite easily with your Fist on each Side of your Throat, the Pudding will seem to chink, as if it were lying in your Throat, then say thus, *They swallow Pudding in High-dutch-land, they slip down their Throats before their Teeth can take Possession of them.*

How to seem to cut one's Nose half off.



FOR the effecting of this Feat, you must have a Knife for the Nounce, made with a Gap in the midst of the blade, as it is demonstrated in the aforesaid Figure, noted with the Letter A.

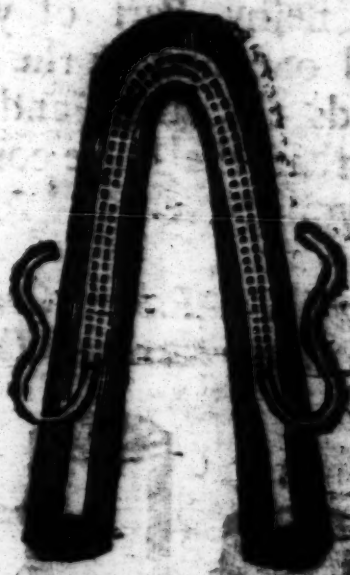
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Legerdemain d^y. Over'd. 31

Note, That in such Feats as this, it were necessary to have a Piece of Spungewith some Sheep's Blood in it to be retained privately.

You must conceal the Notch with your Finger, and then wring it over the fleshy Part of your Nose, and your Nose will seem as it were Half cut off with the Knife.

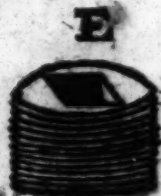
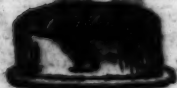
How to seem to pull a Rap thorow your Nose.



YOU must have likewise for the effecting of this Delusion, an Implement on purpose, the Figure
D 2 where

whereof is above. It may be made of two Elder-sticks, thrusting out the Pith, and afterward glued together; the Ends whereof must have a Piece of Cork cut hollow, and glued over them; then must there be a little Whip-cord put thorow them, the Ends whereof must come out at two Holes, made on the outward Side of each Elder-stick. Put this Trinket over the fleshy Part of your Nose, then pull one End of the Rope, and afterwards the other, and it will be thought that the Rope cometh quite thorow your Nose.

How to make a Pile of Counters seem to vanish thorow a Table.



YOU must have for the performing of this Feat, diverse Counters, having Holes cut out of the midst of

Le gerdemain discover'd. 33

them as they may make a Case sufficient to contain a Die ; then glue one whole Counter upon the Top of them ; and have a Box made of white Tin to fit them, but let it be deeper then the glued Pile of Counters, and make a Cover for this box. First put into the box three loose Counters, then put in the glued Pile of Counters with the hole uppermost ; then put in the hole a Die ; and lastly, three other loose whole Counters, and cover it ; draw this box of Counters, and say, *Gentlemen, here is a Box of Barbary Gold, it was left me as a Legacy by a deceased Friend, upon Condition I should employ it well and honestly.* Now, Sirs, it was my Fortune to seek for Lodging, and be-nighted, and so forced to seek for Lodging, and as it happened, I took into a house of Entertainment, where calling for my Hostess, I drew my Stock, and said, *What must I give you, my Hostess ; for my Meat, Drink, and Lodging this Night ?* My Friend,

quoth she, you must give me three French Crowns; with that I uncovered my Box and set it upon the Table; (it must be done with the Mouth of the Box downward) took my Box from off the Counters, and delivered her Three from the Top, saying, There they are; and casting my Eye aside, I spied a pretty Lass coming down the Stairs; Sweet-heart, said I to her, what shall I give thee to lie with thee this Night? She replied, Sir, for three French Crowns you shall: then I thrust my Box forward, and delivered her Three from the Bottom, saying, There they are. But now, said I to my Hostess, what will you say, if with a Trick I have, I make these six Crowns to fetch all the rest that was on the Table? Sir, quoth my Hostess, you shall have your Meat, Drink, and Lodging for nothing: And said the Lass, Thou shalt lie with me for nothing: Then I

If you lift the Box a little from the Table, bearing it from you, the three loose Counters will come forth.

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uncover'd them, saying, *But first let me see whether they be here or no; and shew them, covering them again.*

Then (taking to those six Counters in my Hand, other loose Counters I have ready in my Lap) I knock my Hand under the Table, saying, *Virtute, lapidis, miraculose lapidic, Jubeo, vade, celeritatem vade.* Then I mingle my Counters, as if they came tumbling thorow the Table, saying, *There be the Counters;* then I take the Box up, pressing the Sides of it with my Fore-finger and Thumb, (which will keep the glued Pile of Counters from slipping out) and let slip the glued Counters into my Lap, and say, *There none but a Die, casting the empty Box unto them, Who shall have all now, my Hostess or I?*

A The Figure of the Box, BB the Lid of the Box, C the Pile of Counters glued together, B the Hole for the Die, D the Die.

How

To seem to put a Ring through one's
Cheek.



YOU must have two Rings made
of Brass, Silver, or what you will,
of one bigness, colour and likeness,
saying, That one must have a Notch
cut through it, as it is represented by
the Figure above, noted with X.

The other must be whole, without
a Notch: shew the whole Ring, and
conceal that which hath the Notch,
and say, Now I will put this Ring
thorow my Cheek; and privately slip
the Notch over one Side of your
Mouth, and nimbly convey the
whole Ring into your Sleeve, or con-
ceal

Legerdemain discover'd. 37

ceal it into your right Hand; then take a small Stick, which you may have in readiness, and flip the whole Ring over it, holding your Hand over it about the Middle thereof, and bid some Body hold both Ends of the Stick fast, and say, *See this Ring in my Cheek, it turns round*; and indeed it will seem to turn round, if you stroke it nimbly with your Finger; and while you perceive them fasten their Eyes intently upon that Ring, upon a sudden whip it out, and smite upon the Stick therewith, instantly concealing it, and whirling the other Ring you hold your Hand over round about the Stick, and it will be thought, that you have brought the Ring upon the Stick, which was before upon your Cheek.

How

*How to seem to thrust a Bodkin into
your Fore-head.*

YOU must have two Bodkins, the one made like unto the other to outward Appearance, but let the Blade of the One be made to slip up into the Haft, let the other be a true bodkin; conceal the false One, and shew the true; after that you have shewed it, convey it into your Lap: Then take up the false One, and recline your Head, make as if you thrust it very stiffly, making an ill-favoured Face all the while; if you hold a Piece of Spunge in your Hand, filled with some Sheep's blood pressing it out, the bodkin being in your Fore-head, as it were up to the Hilt, it will cause the more Astonishment and Admiration among the beholders. Instantly put up your bodkin, and take your handkerchief, and wipe off the blood, say, *Jubeo, vade valnus a fronte*
How

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How to put a Lock upon one's Mouth.



YOU must have a Lock made for the nonce, the Figure above; the one Side of its bow must be moveable, as that marked with A, the other Side is noted with B, and must

must be pinned to the Body of the Lock, as may appear at B; I say; it must be so pinned, that it may play too and again with ease; This Side of the Bow must have a Leg as C, and then turn into the Lock; this binding must have two Notches filled on the Inner side, which must be so ordered, that the one may lock, or hold the two Sides of the Bow as close together at the Top as may be, the other Notch to hold the said Parts of the Bows, a proportionable Distance asunder, that being lockt upon the Check, it may neither Pinch too hard, nor yet hold it so slightly that it may be drawn off; let there be then a Key fitted unto it, to unlock it, as may appear at D; and lastly, let the Bow have divers Notches filed in 'em, so the Place of the Partition, when the Lock is shut Home, will be least of all suspected. By the Figure and Directions you may fit your self of such

Legerdemain discover'd. 41

such a Lock, if so be you are desirous of it.

The Use of it.

YOU may cause some one to hold a Tester edg-long between his Teeth; take also another Tester and with your Left-hand, proffer to set it edg-long between a second Man's Teeth, pretending that your intent is to turn both into whether of their Mouths they shall desire, and that by Virtue of your Words and Circumstances, which he shall no sooner essay to do, but you holding your Lock privately in your Right-hand, with your Fore-finger over the Leg C, may presently slip it over the Left-side of his Cheek, and single Lock it, which you may do by pressing your said Finger a little down: After some store of Intreaties, the Lock having hung on a while, produce your Key by some Device (as by a Confederate,
E or

or some careless Person) and unlock it, for it will seem to be a true Lock, not after Sight be suspected for any other.

How to make it Freeze by the Fire-side.

THIS Feat cannot be performed at every Time, but only in Winter, and at such Time as Snow may be had; and he that will shew it, must have in readines a Handful of Salt: The Time serving, and the Party provided, let him call for a Joynt-stool, a Quart-pot, a Handful of Snow, a little Water, and a short Staff or Stick; first let him pour a little Water upon the Top of the Stool, and upon it let him set a Quart-pot, and put the Snow into the Pot, the Salt also, but privately; then let him hold the Pot fast in his Left-hand, and take the short Stick in his Right, and therewith churn the Snow and Salt in the

Legerdemain discover'd. 43

the Pot, as if one should churn for Butter; and in half a quarter of an Hour, the Pot will freeze so hard to the Stool, that you can scarcely with both Hands, pull it off from the Stool. There's a natural Reason may be given for this, which he that is a Scholar need not be told, and for a common Jugler, I would not have so wise as to know, therefore I omit it.

How to breathe Fire out of one's Mouth.

THE performance of this Trick, consisteth in the rowling of the Tow. After you have made a Roul in readines, call for a Pipe of Tobacco, light it, and take a Whiff or two; you may stop it down with the End of your Roul of Tow, retaining it privately into your Hand; then deliver the Pipe to somebody else, and convey the Tow into your Mouth. Then blow gently, and smoak, and Fire will come out of your Mouth,

E. 2.

which.

which you may continue as long as you please, by putting in more Tow as it consumeth.

How to draw Ribbons of any Colour out of your Mouth, and to deliver it out by Yards.

YOU must provide you divers sorts of Ribbons, some black, some blue, some green, some yellow; measure it, and at the end of every Yard, make a slip Knot, then roul each coloured Ribbon into a ball by itself, and dispose them about you, that you may know readily which to take in an instant: When you are called upon for so many Yards of such a Colour, convey a ball of the same into your Mouth, and draw it out, remembering how many Knots have slipped at your Teeth, then cut it off, and deliver it.

How

Legerdemain discover'd. 45

How to make two Bells come into one Hand, having put into each Hand one.

THIS Feat must be performed with three bells, you must put one bell into your left Sleeve, then put one bell into one Hand, and another bell into the other Hand (they must be little Morris bells) withdraw your Hand, and privately convey the bell in your Left-hand into your Right-hand, then stretch both your Hands abroad, and bid two Folks hold your Handsfast, but first shake your Hands, and say, Do you hear them? The bell that is in your Sleeve, will not be known by the rattling, but that it is in your Hand; then say, he that is the errantest Whore-master or Cuckold of you both, shall have both the bells, and the other shall have none at all; open your hands then,

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and shew them, and it will be thought that you deal by Art Magick.

How to make a Jugling Book, or Book of Wagery.

YOU must provide a Paper-book in *Octavo*, of what Thickness you please, first turn over seven Leaves of it, and then upon both the open Sides, draw or paint the Pictures of flowers, then turn over seven Leaves more, and paint the very same; do thus until you have turned the book once quite over: then into the farther painted leaves, paste a little stay of Paper or Parchment, one directly over another; then turn over the book again, and having turned every sixth Leaf, draw the Picture of *Flower-de-luces*, and then paste Stays of Parchment upon them, as you did upon the first; but these Stays must all of them be a little lower than the former; then turn over the book again, and after

Legerdemain discover'd. 47.

after the Fifth Leaf throughout the book is turned, paint Horns; do thus until you have painted the book full of Pictures, only let there be one part of the Leaves fair Paper; having thus finished the Book when you use it, hold it in your left hand, and with your right hand, your Thumb set upon the Parchment Stays, shew them orderly and nimbly, but a bold and audacious Countenance, (for that must be the Grace of all your Tricks) say, This book is not painted thus, as some of you may suppose; but it is of such a Property, that whosoever bloweth on it, it will give the Representation of whatsoever he is naturally addicted unto you, and then turn the Book, and say, See, it's all fair Paper.

Bonus

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*Bonus Genius ; or, Nuntius invisibilis ;
or, Hiccius Doccus, as my Senior
calls it.*



YOU must have the Figure of a
Man made of Wood, about the
bigness of your little Finger, as may
appear by the Figure noted C D, the
Head whereof noted with A, must be
made to take off and put on at Plea-
sure, by means of a Wyre that is in
the Neck, marked with B, also you must
have a Cloth Cap with a little Bag
with-

Legerdemain *discover'd.* 49

within to convey the Head into. The Bag must be neatly made, that it may not easily be perceived; shew your Man unto the Company, saying, See you here, Gentlemen, this I call my *Bonus Genius*, then shew his Cap, saying, And this is his Coat; say moreover, Look now as stedfastly on him as you can, nevertheless I will couzen you, for therefore am I come; then hold your Cap above your Face, and take your Man in your right hand, and put his Head thorow the Hole of the Cap, as you may see at F. saying, Now he is ready to go of any Message I have to send him; to *Spain*, to *Italy*, or whether I will, but he must have somewhat to bear his Charges, with that, pull out your right hand from under the Cap, and therewith the Body, (but privately) putting your right hand into your Pocket, as if you felt for Money, here you may leave the Body, and take out your hand, and say, There
is.

is Three Crowns; now he gone, then turn the Head about, and say, But he will look about him before he goes; Then say, (setting your Fore-finger upon his Crown) just as I thrust my Finger down, so he shall vanish, and therewith, by the Assistance of your left hand that is under the Cap, convey his Head into the little Bag, within the Cap: Then turn your Cap about, and say, See here, he is gone; then take up your Cap, and hold it up again, drawing the Head out of the little Bag, and say, *Hei genus me- us velocissimus, Jubi*, and Whistle: Then thrust the Head up thorow the Hole of the Cap, and holding the Head by the Wyre, turn it about; then presently put the Head and Cap into your Pocket.

Boxes to change Grain.

MAke one Box of Wood, Tin, or Brass; let the Bottom fall

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a Quarter of an Inch into the Box, and glue thereon a Laying of Barley, and such like Grain ; draw the Box with the Bottom downwards, and say, Gentlemen, I met a Country Man going to buy Barley, and I told him I would sell him a Penny-worth ; also I would multiply one Grain into so many Bushels as he should need ; then cast a Barley-Corn into your Box, and cover it with a Hat, and in the covering it, turn the Bottom upside down, then cause somebody to blow on the Hat, then uncover it, and they will think strangely of it. You may make another Box of Wood, like unto a Bell, to hold so much just as your former Box will, and make a Bottom unto this Box of Shoe Sole-Leather, to thrust into the Bottom of the Bell, then fill it with Barley, and thrust up the Leather-bottom, for it will keep the Barley from falling out, take this Box out of your Pocket, and set it down gently upon the Table, and say,

say, I will cause all the Barley to go out of my Measure into my Bell, then with a Hat cover the Box that hath the Barley glued unto it, and covering it, turn it with the Barley downward; then say, First let us see whether there be nothing under the Bell, and clap it hard upon the Table, so the weight of the Barley will thrust the bottom down; then bid some one blow hard to the Hat, then take it up, where they will see nothing but an empty Measure: Then take up the bell, and all the barley will pour out, sweep it up presently into your Hat, or your Lap, lest their busie prying may chance to discover your Leather bottom.

How to vanish a Glass of Beer.

TAKE a low Glass, fill it reasonable full of beer, and take a Sixpence, and lay it down upon the Table

Legerdemain discover'd. 53

Your Finger
Tops must be
rub'd a lit-
tle with some
Green soft
Wax, and so
you may do
cleanly.

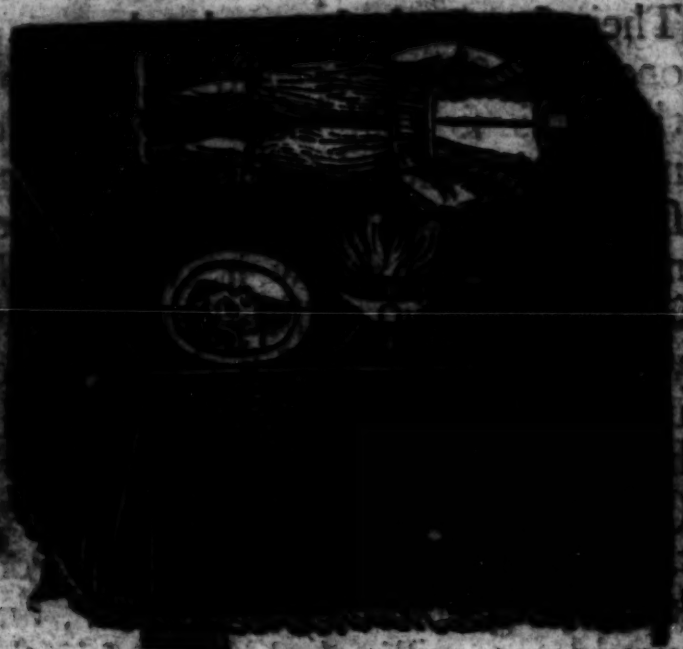
ble, and set the Glas of
Beer upon it, and dip-
ping your Finger into the
Beer, say, Whether is the
Six-pence in or under the
Glas? Some will say,
Perhaps it is under:

Then say, Let's see, and take up at
once the Six-pence and Glas (hold
the Glas so that both your Hands
may quite hide it) and let the Glas
fall down into your Lap, then
make as if you threw it away, look-
ing up after it. Then seem to blow
your Nose, and let fall the Six-pence
upon the Table, saying, I am glad I
have got my Money again: but now
(say, what is become of the Glas?)
then seem to take it out of your Poc-
ket, saying, I am a Good-fellow, and
would not willingly lose my Liquor,
then drink it up. This is an excellent
Trick if it be swiftly and neatly per-
formed. Though you spill a Part of
the beer, it is no Matter, neither is it
F any

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any Disgrace unto it, besides, you may put it off very well.

How to cut off a Man's Head: It is called, The Decollation of John Baptist.



YOU must have a Table with two good wide Holes towards one End, also a Cloth on purpose to cover the Table with, so that the said Covering

Legerdemain discover'd. 55

vering may hang to the Ground round about the Table; also this Covering must have two Holes made in it, even with the Holes of the Table; you must also have a Platter of Wood for the Purpose, have a Hole in the bottom to fit also unto the Holes of the Table; and it must, as also as the Table, be made to take in two Pieces; having this in readiness, you must have two boys; one must lie along upon the Table with his back upward, and he must put his Head thorow the one Hole of the Table, then put the Platter about his Neck, to make the sight more dreadful to behold, you may form some Loom about the Necks of them, making small Holes in them, as it were Veins, and besmear it over with Sheep's Blood, putting some Blood also, and little bits of Liver into the Platter, and set a Chafingdish of Coals before the Head, strewing Brimstone upon the Coals, for this will make the Head

seem so Pale and Wan, as if in very deed it were separated from the Body: the Head may fetch a Gasp or two, and it will be better. Let no Body be present while you do this, neither when you have given Entrance, permit any to be meddling, nor let them tarry long.

How to make the Face of a Child to appear in a Pot of Water:

YOU must get a Ball made of Wood, and upon one Half or Side of it, there must the Face of a Child be artificially carved; on the Back-side of this Face there must be made a Hole, not very deep, this Hole must be filled with Lead, to the End that it may (the Ball being cast into the Water, sway the Face uppermost; then Paint it lively with oil Colours, and it is done. Note, That it ought not to be so full as a Tennis-Ball. Call for a Wine Quart

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Quart Pot filled with fair Water up to the Neck, having your Face in a readiness, concealed in your right hand, take the Pot in your left hand, and set it on the Table, and say, See you Gentlemen, here is nothing in the Pot but Water; with that clap down the Pot-lid with your right hand, and in clapping it down, flip the Face into the Pot; this you may do without any of the least Suspicion. Then cause them all to stand off, and if they please, to mark you as narrowly as they can: With that put your hand into your Pocket, and seem to take out a handful of Powder, and to strew it over the Pot, saying, *Surge celeriter*, by the Experience, *Surge*, then bid them look what is there. After the same manner may you make a Toad to appear, which will cause no small Admiration.

A Device whereby you may drink a Tunnel full of Drink, and after seem to pour the same out of your Sleeve again.

YOU must get a double Tunnel, that is, two Tunnels foldered one within the other, so that you may at the little End pour a Quantity of Wine, Water, or any Liquor; this Tunnel you must have ready filled before-hand with whatsoever Liquor you please: Call for some of the same Kind, then draw your Tunnel, and setting your middle Finger unto the bottom of it, bid some Body, or else do you yourself pour it full, and drink it up before them, and turn the broad End of the Tunnel downward, saying, Gentlemen, all is gone; and in a trice turn yourself about, and in turning, pronounce some Terms of Art, withdraw your Finger from the narrow End, and let all the Liquor

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quor out that was between the Tunnel, and it will be thought to be that which you drunk out of the Tunnel, and so you may perswade them that it is the very same.

How to seem to make a Tooth drop out with a touch.

YOU must have some great Tooth in a readiness, as the Tooth of a Hog, a Calf, or an Horse; this you must retain privately in your Right hand, and with the same Hand take out of your Pocket a small Cork Ball; and having used Rhetorick to perswade them that it is of some excellent Property, incline your head, and therewith touch some one of your farther Teeth, and immediately let the Tooth that you held in your hand, drop down, saying, And this is the Fashion of Mountebanks Touch and take.

Another

Another Conceit to procure Laughter.

Take your Ball in one hand, and the Tooth in the other, and stretch your hands as far as you can one from the other, and if any will lay a Quart of Wine with him, that you will not withdraw your hands, and yet will make both of them come into either hand which they please: It is no more to do, than to lay one upon the Table, and turn your self round, and take it up with the other hand, and your Wager is won, and it will move no small Laughter to see a Fool so lose his Money.

How to make two or three Eggs dance upon a Staff.

Provide a good thick Staff about two Yards long, three Parts whereof ought to be made Scoop-wise, or half hollow, like a Basting-Ladle,

Lege'demain discover'd. 61

dle, the fourth Part must serve for the handle. At the end of the Scoop must be made a hole, and therein put a broad Pin about the length of an Egg, and it is done. Rest the handle of this Staff against your right Thigh, and hold it with your right hand near to the beginning of the Scoop, lay an Egg then into the Scoop of the Staff, and turn your self round, bearing the Staff now up, and anon down, with the Scoop-side of it always upward, so the Egg will tumble from one end of the Scoop unto the other, and not fall out. After the same manner may you make two or three Eggs by a little Practice, to wamble one after another.

A Merry Conceit.

Deliver one Piece of Money with your left hand unto one, and to a second Person another, and offer a third to another; for he seeing the other receive Money, will not lightly refuse:

refuse: When he offereth to take it, you may wrap him on the Fingers with a Knife, or somewhat else held in your right hand, saying, That you knew by your *Bonus Genus*, that he meant to have kept it from you.

How to knit a hard Knot upon a Handkerchief, and to seem to undoe the same with Words.

Make one plain loose Knot, with the two Corner-ends of a handkerchief, and seeming to draw the same very hard, hold fast the body of the said handkerchief (near to the Knot) with your right hand, pulling the contrary end with the left hand, which is the Corner of that which you hold. Then close up handsomely the Knot which will be yet somewhat loose, and pull the handkerchief so with your right hand, as the left hand may be near to the Knot; then will it seem to be a true
and

• *Legerdomain discover'd.* 63

and firm Knot. And to make it appear more assuredly to be indeed, let a Stranger pull at the End which you hold in your left Hand, whilst you hold fast the other in your right Hand ; and then holding the Knot with your Fore-finger and Thumb, and the nether Part of your Handkerchief with your other Finger, as you hold a Bridle when you would with one Hand slip up the Knot, and lengthen your Reins : This done, turn your handkerchief over the Knot with the left hand, in doing whereof, you must suddenly slip out the End or Corner, putting up the Knot of your Handkerchief with your Fore-finger and Thumb, as you would put up the foresaid Knot of your Bridle. Then deliver the same (cover'd and wrapt within the midst of your handkerchief) to one to hold fast, and after the Pronunciation of some Words of Art, and Wagers laid, rake the Handkerchief and shake it, and it will be loose.

A

A Notable Feat of Fast and Loose; namely, To pull three Beadstones from off a Card, while you hold fast the Ends thereof, without removing of your Hands.

TAKE two little Whipcords of two Foot long a-piece, double them equally, so as there may appear four Ends: Then take three great Beadstones the hole of the one of them being bigger than the rest, and put one Beadstone upon the Eye or Bout of the one Cord, and another on the other Cord; then take the Stone with the greatest hole, and let both the Bouts be hidden therein: Which may be the better done, if you put the Eye of the one into the Eye of the other. Then pull the middle Bead upon the same, being doubled, over his Fellow, and so will the Beads seem to be put over the two Cords, without Partition; for holding fast in each hand the

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two Ends of the two Cords, you may
toss them as you list, and make it
seem manifest to the Beholders, which
may not see how you have done it,
that the Beadstones are put upon the
Cord without Fraud: Then must
you seem to add more effectual bind-
ing of those Beadstones to the String,
and make one half of a Knot with
one of the Ends on each side, which
is for no other purpose, but that when
the Beadstones be taken away, the
Cords may be seen in the Case, which
the Beholders supposed them to be
in before. For when you have made
your half Knot (which in any wise you
may not double to make a perfect
Knot) you must deliver into the
hands of some Stander-by, those two
Cords, namely, two Ends evenly set
in one hand, and two in the other,
and then with a Wager and Terms
of Art, begin to pull off your Bead-
stones, which if you handle nimbly,
and in the end cause him to pull his

G

two

two Ends, the two Cords will shew to be placed plainly, and the Beadstones to have come thorow the Cords.

To burn a Thread, and to make it whole again with the Ashes thereof.

TAKE two Threads or small Laces, of one Foot in length a-piece; roul up one of them round, which will be then of the quantity of a Pea, bestow the same betwixt your Forefinger and your Thumb; then take the other Thread and hold it forth at length betwixt the Forefinger and Thumb of each hand, holding all your Fingers daintily, as young Gentiewomen are taught to take up a Morfel of Meat: Then let one cut asunder the same Thread in the middle; when that is done, put the Tops of your two Thumbs together, and so shall you with less Suspicion receive the Piece of Thread, which you hold in your right hand unto your left, without

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without opening your left Finger and Thumb, then holding these two Pieces as you did the same before it was cut, let these two be cut also asunder in the midst, and they conveyed as before, until they be cut very short, and then roul all those Ends together, and keep that Ball of short Threads before the other in your left hand, and with a Knife thrust out the same into a Candle, where you may hold it until the said Ball of short Threads be burnt to Ashes, then pull back your Knife with your right hand, and leave the Ashes with the other Ball betwixt the Fore-finger and Thumb. If you have *Legerdemain* to bestow the same Ball of Thread, and change it from place to place betwixt your two Fingers (as may easily be done) then it will seem very strange.

*To cut a Lace afunder in the midst, and
to make it whole again.*

PROvide a Piece of the Lace which
you mean to cut, or at the least
a Pattern like the same, one Inch and
a half long, betwixt some of your Fin-
gers near to the Tops thereof, take the
other Lace which you mean to cut,
which you may hang about one's Neck,
and draw down your said left hand
to the Bout thereof, and putting your
own Piece a little before the other,
(the end, or rather the middle where-
of, you must hide betwixt your Fore-
finger and Thumb) making the Eye
or Bout which shall be seen of your
Pattern, let some Stander-By cut the
same afunder, and it will be surely
thought that the other Lace is cut,
which with words, and rubbing and
chasing it, you shall seem to renew
and

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and make it whole again. This if it be well handled, will seem miraculous.

How to seem suddenly to melt a Piece of Coin with Words.

YOU must have a box made of brass or Crooked-lane Plate, a double Box, and not above three quarters of an Inch deep, in the midst must be the Bottom, and both Ends must have Covers to come over them. This Box might be so neatly made, that each lid might have a small bolt artificially contrived, which though I could make my self, neither by Words nor Figures, I can describe, whereby the Lids of the box might be lock'd fast on, that none but Master Jugler himself knows readily how to open: In one End of this box have always in readines a resemblance of molten Silver, which you may easily make, by mixing an equal Quantity of Lin-

foil and Quick-silver together, which you shall do thus: First, put your Linfoil in a Crucible or Goldsmith's Melting Pot, melt it, and then take it from the Fire, and put in your Quick-silver, and stir both well together, and it is done. Now the one End of your box being ready furnished herewith, borrow a Piece of Coin of some one in the Company, willing him to give it some private Mark, whereby he may know it again to be his own, then put it into the other End of the box, in the bottom whereof you may have a little Wax to keep it from rattling. Thus you may seem by virtue of Words to melt his Money, and afterwards to give it again to the Party whole as you received it from him.

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A Device whereby you may draw sundry
Liquors out of one seeming Vessel,
all which shall be put in at one Hole,
and drawn out of another.



YOU must cause a Vessel of indif-
ferent bigness to be made in
Form of a Tun, having two Parti-
ons

ons, so there will be three several Parts: A B. signifieth the First, C D. the Second, and E F. the Third, upon the Top of this Tun must be fast nailed a Piece of Wood, turned round, as G G. in the Center whereof must be erected a Still, whose Top must be made in a Screw, in this Wood must also be made three Holes towards the Circumference, each Hole having a Pipe inserted into it, which may extend themselves, one of either into each Vessel, as you may see by the Figure I K. signifieth the first Pipe, which reacheth into the first Part A B. L M. the second Pipe that extendeth itself into the second Part noted C D. N O. the third Pipe that extendeth itself into the third Part of E F; each Part also must have its vent, else you can neither fill nor empty it, these are marked with the Letters P Q R; upon the Top of the afore said Wood must be fastned a Piece of Liquored Leather, having three

Legerdemain discover'd. 73

three Holes in it answerable unto the Holes of the Wood, then upon the Wood must be screwed another Snout, whereby to fill each Vessel with a several Liquor, V the Snouts, S T. a Brass Plate whereunto the Snout is soldered, W the Screw that screweth the Snout upon the Still in the turned Wood G H.

Lastly, Each Vessel must have its Pipe, whereout you may draw the contained Liquor, which you may see in the Figure, and then must there be screwed over them another Plate with a Taper Vessel, so by turning it about from one Hole to another, you may deliver each Liquor apart, whether of them you please.



Fig.

Fig. 4.

Figure 2

Legerdemain discover'd. 75

*Every strange Trick, whereby you may
seem to cut a Piece of Tape in four
Parts, and make it whole again with
Words.*

TAKE a Piece of narrow white
Tape, about 2 or 3 Yards long;
first present it to view to any that may
desire it; then tie both the Ends of it
together, and take one Side of it in
one Hand, and the other in the other
Hand, so that the Knot may be about
the middle of one Side, and using some
circumstantial Words to beguile your
Spectator, turn one Hand about
towards yourself, and the other from
you, so shall you twist the Tape
once; then clap the Ends together, and
then if you slip your Fore-finger and
Thumb of every Hand, between the
Tape, almost as one would hold a
Skene of Thread to be wound, this
will make one Fold or Twist, as may
appear in the first Figure, where A and

fig-

signifieth the Twist or Fold, B the Knot; then in like manner make a second Fold about the Line D C, as you may see by the second Figure, where B signifieth the Knot, C the first fold A the second fold: Hold then your Fore-finger and Thumb of your left hand upon the second Twist, and upon the Knot also, and the Fore-finger and Thumb of your right hand upon the first Fold C and desire some one of your Spectators to cut all asunder with a sharp Knife at the cross Line E D. when it is cut, hold still your left hand, and let all your Ends fall you hold in your right hand, for there will be a shew of 8 Ends, 4 above, and four below, and so the Strings will be thought to be cut into four Parts, as may be seen by the third Figure, then gather up the Ends that you let fall into your left hand, and deliver two of the Ends (seeming to take them at random) unto two several Persons, bidding them to hold them fast, still keeping

Legerdemain discover'd. 77

keeping your left hand Fingers upon the Twists or Fold; then with your right and left hand, seem to tumble and whafe all the Ends together that you had in your left hand, twist out the Slips, or Pieces, which are three, as you may see at A. and B. in the third Figure; twist them all, I say, into a little Ball, and conceal it between some of your Fingers of your left hand, and crumble thereon another confus'd Heap; and after some Words said, with your right hand deliver this confus'd Heap unto one of the Company, bidding him to hold it fast, saying, *Hulla passa a quicke couragious, fiat conjunctio*: Then bid him look on it, who while they are greedily looking after the Event, you may with ease convey the Ball or Roll of Ends into your Pocket, so will it be thought that you have made it whole by virtue of your Words. An excellent Trick if it be gracefully handled, and a Trick that cost me more Trouble to find than all

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the

the rest; this I have gone purposely to observe, but returned as wise as I went.

A Device to multiply one Face, and make it seem to be an Hundred or a Thousand.



THIS Feat must be performed by a Looking-glass made for the nonce, the Figure whereof I have fully described, with the manner of making it, which is thus: First, make a Hoop or Phillet of Wood, Horn, or such like, about the wideness of an Half-crown Piece in the Circumference; the Thickness of this Hoop or Phillet, let it be about a Quarter of an Inch; in

Legerdemain *discover'd.* 79

in the middle of this Hoop, fasten a Bottom of Wood or Brass, and bore, in a decent Order, diverse small Holes, about the bigness of small Pease, or Verches, then upon the one Side of this Bottom, set in a Piece of Crystal Glass, and fasten it in the Hoop close to the Bottom, then take a Quantity of Quick-silver, and prepare it after this Manner: Take, I say, a Quantity, as an Ounce or two of Quick-silver, and put to it a little Salt, and stir them well together, then put to them some White-wine Vinegar, and wash and stir all together with a wooden Slice, then pour away the Vinegar, and wash away the Salt with fair Water made warm, then pour away the Water, and put the Quick-silver into a Piece of white Leather, and bind it up hard, and so twist or strain it out into an Pan, and it will be very bright and pure; then put so much of this prepared Quick-silver into the Phillet, or aforesaid Hoop, as will cover the Bot-

H 2 tom,

tom, then let into the Hoop another Piece of Cryſtal Glaſs fitted thereto, and cement the Sides, that the Quickſilver may not run out, and it is done. The Figure whereof I have ſet down; A preſenteth the one Side, that giveth the Form of one Face to the Beholders. B the other Side, that multiplieth the Beholder's Face ſo oft as there are Holes in the middle Bottom; the Uſe whereof I ſhall not inſiſt upon, ſince he that is verſ'd in the former Feats, will better conceive of himſelf how to uſe it, than my Words can either direct or aſſiſt him.

Of diverſe pretty Juggling Knacks.

THere are many Feats to beguile the Simple, as to deliver Meal, Pepper, Ginger, or any Powder out of your Mouth, after the eating of Bread, which is done by retaining any of theſe Things ſtuffed in a little Paper or Bladder, conveyed into your Mouth, and grind-

Legerdemain discover'd. 8

grinding the same with your Teeth.
Item, A Rush, thorough a Piece of a
Trencher having three holes, and at
the other Side in the third hole, by
reason of an hollow Place made be-
twixt them both, so as the Slight con-
sisteth in the turning of the Piece of
Trencher.

Feats by conveyance of Money.

THE best Place to dispose of a
Piece of Money, is in the Palm
of the hand: and the best Piece for
conveyance is a Tester; but with
Practice all will be alike.

A Notable Trick to Transform a Counter into a Groat.

TAKE a Groat, or some less Piece
of Money, and grind it very
Thin at the one side, and make two
Counters and grind them, the one on
the one side, and the other on the

other side ; glew the smooth side of the Groat, to the smooth side of one of the Counters, joining them so close together as may be ; especially at the Edges, which may be so filed, as they shall seem to be but one Piece, to wit, one side a Counter, the other side a Groat ; then take a little Green Wax, lay it upon the smooth side of the one Counter, as it doth not much discolour the Groat ; and so will that Counter with the Groat cleave together, as tho' they were glew'd, and being filed even with the Groat and the other Counter, will seem so like a perfect entire Counter, that though a Stranger handle it, he shall not bewray it ; then having a little touched your Fore-finger and Thumb of your right hand with soft wax, take therewith this counterfeit Counter, and lay it down openly upon the Palm of your left hand, in such sort as an Auditor layeth down his Counters, wringing the same hard, so as you leave the
glew-

Legerdemain discover'd. 83

glewed Counters with the Groat, apparently in the Palm of your left hand, and the smooth side of the waxed Counter will stick fast upon your Thumb, by reason of the Wax, wherewith it is smeared, and so you may hide it at your Pleasure; provided always that you lay the waxed Side downward, and the glewed Side upward; then close your Hand, and in, or after, the closing thereof, turn the Piece, and so instead of a Counter (which they suppose to be in your hand) you shall seem to have a Groat, to the Admiration of the Beholders, if it be well handled.

An excellent Feat to make a Two-penny Piece lye plain in your Hand, and to be passed from thence when you list.

PUT a little red Wax (but not too thin) upon the Nail of your longest Finger, and let a Stranger put a Two-penny Piece into the Palm of your hand,

hand, and shut your Fist suddenly, and convey the Two-penny Piece upon the Wax, which with Use, you may so accomplish, as no Man shall perceive it, then say, *Ailiff, casil, Laze, bet, mel*, and suddenly open your hand, holding the Tops of your Fingers rather lower than higher than the Palm of your hand, and the Beholders will wonder where it's become; then shut your hands suddenly again, and lay a Wager whether it be there or no, and you may either leave it there, or take it away with you at your Pleasure.

How to Transform any one small Thing into another Form, by folding of a Paper.

TAKE a Sheet of Paper, and fold it in double the same, so as one Side be a little longer than the other; then put a Counter between the two Leaves of the Paper, up to the Middle

Legerdemain discover'd. 85

of the Top of the Fold, holding the same so, as it be not perceived, and lay a Groat on the outside thereof, right against the Counter, and fold it down to the End of the longer Side, and when you unfold it again, the Groat will be where the Counter was, and the Counter where the Groat was, so as some will suppose that you have changed the Money into a Counter, and with this, many Feats may be done.

How to convey out of one of your Hands into the other by Legerdemain.

First, you must hold open your right hand, and lay therein a Tester, or some big Piece of Money, then lay thereupon the Top of your long left Finger, and use some Words of Art, and upon the sudden slip your right hand from your Finger, wherewith you held down the Tester, and bending your hand a very little, you shall retain the Tester still therein, and suddenly

dealy drawing your right hand thorough your left, you shall seem to have left the Tester there, especially when you shut, in due Time your left hand, which that it may more plainly appear to be truly done, you may take a Knife, and seem to knock against it, so as it shall make a great Sound; but instead of knocking the Pieces in the left hand, (where none is) you shall hold the Point of the Knife fast with the left hand, and knock against the Tester held in the other hand, and it will be thought to hit against the Money in your left hand; then after some Words of Art pronounced, open your hand, and when nothing is seen, it will be wondred at, how the Tester came removed.

*How to make a Six-pence seem to fall
thorough a Table.*

YOU must have a Handkerchief
about you, having a Counter
neatly

Legerdemain discover'd. 87

neatly sewed in one of the Corners of it; take it out of your Pocket, and desire some Body to lend you a Tester, and seem to wrap it up in the midst of the Handkerchief, but retain it in your hand, and instead of so doing, wrap the Corner in the midst that hath the Counter sewed in it, and bid them feel if it be not there, which they will imagine to be no other than the Tester that they lent you; then bid them lay it under a Hat upon the Table, and call for a Bason of Water, hold it under the Table, and knock, saying, *Vade*, come quick, and let the Six-pence fall out of your hand into the Water; then take up the Hat, and take the Handkerchief and shake it, saying, That is gone, then shew them the Money in the Bason of Water.

*How to seem to blow a Six-pence out
of another Man's Hand.*

TAKE a Six-pence, blow on it, and
and clap it presently into one of
your Spectators hands, bidding them
to hold it fast, then ask him if he be
sure he have it, then to be certain he
will open his hand and look; then
say to him, nay, but if you let my
Breath go off, I cannot do it: Then
take it out of his hand again, and
blow on it, and staring him in the
Face, clap a Piece of Horn in his
hand, and retain the Six-pence, shut-
ting his hand yourself; bid him hold
his hand down, and slip the Tester
between one of his Cuffs; then take
the Stone that you shew Feats with,
and hold unto his hand, saying, By
virtue hereof I will, now command the
Money to vanish you hold in your
hand, Vade, now see: When they
have looked, then they will think
that

Legerdemain discover'd. 89

that it is changed by the virtue of your Stone : Then take the Horn again, and seem to cast it from you, retaining it, and say, *Vade*, and anon say, you have your Money again : He then will begin to marvel, and say, I have not ; say then to him again, You have, and I am sure you have it ; Is it not in your hand ? If it be not there, turn down one of your Sleeves, for it is in one I am sure ; where when he findeth it, he will not a little wonder.

How to deliver one Man Six-pence, and to another, another Six-pence, and to make both the Testers come into one Man's Hand.

Your Finger must be rub'd with Wax, so you may hold him without any suspicion.

The hard pressing of the

Deliver into one Man's hand two Testers, even so, instead of one, shutting his hand immediately ; then take another Tester, and ha-

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ving

Money in the Hand, will seem that the Money is in the Hand, when it is not, for a Moment, therefore be quick.

ving in readines a Piece of Horn cut even with it; clap the said Tester into his right hand with the Horn under it stay- ing the Tops of your two middlemost Fingers stiff upon the Tester, so bending his hand a little downward, draw your Fingers towards you, and they will slip the Tester out of his hand, and shut his hand presently, who feeling the Piece of Horn, will imagin it is the Tester: Then say, He that kissed a pretty Wench last in a Corner, shall have both Testers in his hand, and the other shall have none. This may also be performed without a Piece of Horn, wringing one Tester in the Palm of the hand, and taking it away with your Thumb, being waxed; for the hard wringing the Money in the hand, will make the Party believe he hath it, when he hath it not.

How

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How seemingly to turn a Card into a live Bird, that shall fly away.

TO do this with Dexterity, you must have a live Bird in a convenient Place of your Sleeve, so disposed there, that by the bending back your hand, she may be taken out (a Bag in that Case made fit for her, and fastned to the Inside of the Sleeve, being very convenient, which with a violent Shake, will open and let her fall into your hand) then shuffle a Pack of Cards, and taking one from amongst them, utter some hard Terms, as, *Mutate fule*; and then by a sudden change of your hand, slip the Card into your Sleeve or Lap, and produce the Bird, and tossing her up, she will be gone: This must be done in an open Place, or where there is a Casement to let her out, and by the Ignorant it will be taken for a Magick Trick.

How to change a Card into a Picture.

IN this Case you must have the thin Print of a Card slightly stuck upon a Picture, in the Form of a Card, and producing it, say, *Exe immediate & mutate*; then cover it with your hand, draw off the Card Print; which being very thin, you may rumple, and holding it invisible between your Thumb and Finger, produce the Picture without drawing in your hand, and the Spectators will imagine it is **Transformed**.

How to drink fair Water; and spout it out in the Colour of any Wine.

TO do this you must have little Balls in your Mouth of several Colours, and as the Colour is called for, having the Water in your Mouth, likewise squeeze the Ball wrapped up in a Rag that is of that Colour, and by

Legerdemain discover'd. 93

by that Means, it being changed, spout it out into a Glass; to make it a Sack colour, *Sander*, is good; and for a Claret colour, *Lake*, or *Solus*: And in this Case you may produce any Colour as the Oecasion requires.

How to make a Ring dance upon a Table.

Take a hollow Ring and fill it with Quick-silver, then stop the Hole at which you poured in the Quick-silver, with Clay; and having heated the Ring over the Candle, throw it down, and it will Caper till the Quick-silver grows cold, as if it was alive.

Conveyance of Cards and Dice.

There are Multitudes of delightful Feats, which may be performed by an orderly placing, facing, shuffling, and cutting of Cards usually play'd withal. Also a Number of

other strange Feats may be shewed by Cards and Dice, such as may be purposely made. The Card may be made half of one Print, and half of another; so by holding them diverse Ways, sundry Things may be presented, each contrary to the other: For Example, With four of the same Cards, purposely made, and holding them accordingly, you shall present eight several Things. Now for the Dice, the cunning is in the forging them, or a ready retaining or throwing two among three, or one with two; they must, I say, be forged bigger towards one side than the other, so that the Weight of one side may draw up the other. Some other may be made flatter: Being furnished with such like, and having learned to retain them handsomely and readily, you must have the Game at command, and know before-hand what will be your Cast, and so view upon it too. Moreover, for the Cards there are diverse other Tricks, of which those

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those that are Cheaters, make continual Practice, as slipping them, turning up one Corner, marking them with little Spots, placing Glasses behind those that are Gamesters, and in Rings for the purpose, dumb Shews of some Senders by. But I will not stand on discovering these, for in this our confounding Age there are too many so expert therein, that they maintain themselves better than many an honest Man with a lawful Trade and Calling; only take this by the Way; those that have Money in their Purses, let them beware of Carding and Dicing, lest they wish they had, when it is too late.

As for my own Part, I will never play, for that I am sure of already; if any will play with me upon other Terms, I am sure I shall lose nothing by the Bargain.

Some there are that have said I will not sufficiently of this Part in the former Edition; I rather think

the

the Cause was, They thought they had too little for their Money ; nevertheless, I will, to give every one their desired Content, and deliver my Mind more fully herein, and it may be, which I most desire, they may learn to avoid the Company of roving Gamesters, Cheaters I mean, that frequent the Highways, and principal Towns and Places of resort thereabouts, for they are of the same manner, though for a worse End. First, therefore by this Word Confederacy is meant, a Kind of Combination, or making an Agreement or Covenanting among sundry Persons for the Accomplishment of one and the self same Business : Understand me right, all these being very well known to each other (at last the Design as may appear by their Agreement thereabout) do so estrange themselves, as if they had never seen each other before ; and to the End that they might perform their Design, not giving any the least Suspicion to any
of

Legerdemain discover'd. 97
of the Beholders. I will give you an
Instance or two, whereby I shall give
you sufficient Information for the more
ready conceiving of every particular
in this Nature, when and wheresoever
you see them performed.

*How to cast a Piece of Money away, and
find it in another's Mouth, Pocket,
or Purse.*

THe Jugler calls for some one
Piece of Coin as a Teller, or a
Shilling, of any one in the Company,
he desireth him to mark it with what
Mark he will, then he taketh and
casteth it away, and cometh to his
Confederate (who is furnished before-
hand with the like Piece of Coin, mark-
ed with the very same Mark) and bids
him deliver the Money out of his
Pocket, Purse, or if he say the Word,
his Mouth; for this is concluded of
before-hand: Now his Confederate, to
make the Matter seem more strange,
will

will fume and fret, asking how he should come by it, till having found the Mark, he will confess it to be none of his, wondering at his Skill how he should send it thither, and all the rest be taken with a real Admiration of his extraordinary Cunning.

How by the sound of a Counter phillipped, to tell what Side is uppermost, whether Cross or Pile.

THe Jugler draws a Counter out of his Pocket, and saith to the Company, See, here is a Counter, take it who please, and let him phillip it up, and I will by my cunning, tell you whether Cross or Pile be uppermost by the very Sound, for you shall Hook-wink me. Now there are three or four, or more Confederates in the Place, who seeming Strangers as well as the rest, will be very importunate to have the philliping it, and before one of these shall have it, who by some

Sign

Legerdemain discover'd. 99

Sign of the Fingers or Countenance (foreknown to the Jugler) do give him Information after he is demanded. Of the same Nature is that Trick formerly mentioned in the Book, and called, *The Decollation of John Baptist.*

To make one Dance naked, is a Trick of the same Nature. For the Party before-hand is agreed to do it, and also the Manner and Circumstances; so that the Jugler, to blind the People, pronounceth sundry Words to such a Person, he then begins to rave like a mad Man, and puts his Cloaths off with a Kind of violent carelessness, though God knows, the Party knows as well what he doth, as yourself that reads it.

After the same manner shall you know what Money another hath in his Purse, and casting Money into a Pond, and finding it under a Stone, or Threshold, in another Place. Also to make a Piece of Money to leap out of a Cup, and run to another, by means

100. The ninth of these

means of a small band led to the
Mob, which had the Confederate
guided; with a multitude of such
strange Feats, which may seem im-
possible to the Judgment of the com-
mon People, to be effected without
Assistance of the Devil, or some Fa-
miliar, which to nominate, is not
needful, nor will my occasions per-
mit so much leisure as to do it.

He has
almost a build to blind the People
He will make a bellowing Noise like an
Ole, or a Dragon, and his fighting is
like a gathering, or a fighting of
a multitude of violent creatures
which God knows, the Party knows

This I saw once or twice perform-
ed, and to my Knowledge, not
above. It was a lusty young Fellow
that did it, with a Cloak cast over his
Head, which reached down to his
Feet, all was to beguile the People;
for he pretended that this Sound came
out of his Belly; he had a full and
strong Voice, and had practised a
good

Legerdemain discover'd. 101

good while ; and another Man of the like making, may easily do as much, For his Nostrils he stopt with his Forefinger and Thumb, and closed the other part of his Hand over his Mouth as I saw him once uncased. Another Man I saw at the same Time, eat half a dozen quick Charcoal, but this is not to be attempted by every one, for some cannot eat their Meat very hot, others there are that cannot away with Meat, except it be boiling hot, and they are of that Disposition, I should have said, rather Constitution, that they will not stick to take Meat as it is boiling out of the Pot with their bare hands, and yet feel no extraordinary Heat.

to the, again, and over them UO
and, and, and, and, and
very, and, and, and, and
nothing, and, and, and, and
nothing, and, and, and, and

K

Flora

How to make an empty Bag seem full of Eggs, and afterwards to bring out a live Hen, saying, That there is the Hen which laid all these Eggs.



YOU must have two Bags, both of one Stuff and Bigness; one Bag must have three Slips of the very same Stuff put in hollow, in which must be concealed several seeming Eggs

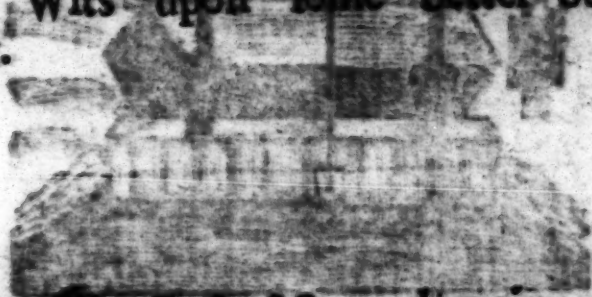
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Eggs made of Wood; after pulling several of these artificial Eggs out of the Bag, seeming to throw one of them up to the Ceiling, saying at the same Time, See, it will not break; having the other Bag hung with a live Hen in it, upon two Tenter Hooks, while the Spectators are looking at the Eggs throwing away, drop the Bag that hath the Eggs in it behind the Table, and taking very quick that Bag which hath the Hen in it, crying, Coupee, Coupee, see how the Bag swells, then letting the Fold of the Bag fall, out drops the Hen.

I have here set down, kind Reader, not only all usual Feats, that either myself have seen or heard of, but diverse others also, which I am sure were never in Print, nor as yet performed by any I could ever hear of, except myself; and all to give thee thy full content; and take thus much from me. If thou rightly understand this, there is not a Trick that any Juggler

in the World can shew thee, but thou shalt be able to conceive after what it is performed; if he do it by Slight of Hand, and not by any unlawful and detested Means. That there are such, it is not to be doubted of, that do work by unlawful Means and have besides their own natural Endowments, the Assistance of some Familiar, whereby many Times effect such miraculous Things, as may well be admired by whomsoever shall either behold or hear tell of them. I could give an Instance of one, whose Father while he lived, was the greatest Jugler in *England*, and used the Assistance of a Familiar; he lived a Tinker by Trade, and used his Feats as a Trade by the bye; he lived, as I was informed, always betattered, and dyed, for ought I could hear, in the same Estate. I could here, (as I instanced in this Man) give you his Name, and where he liveth, but because he hath amended his Life, and betook himself to an honest

honest Calling, I will rather rejoyce at his Good, than do him any the least disgrace by naming him to be such a one. If there be any ask my Name, let them know I am not bound to tell them. If they ask why I have writ this Phamphlet? it is to delight them; let them excuse me for the one, and thank me for the other; and it may be, if Time will give so much Leisure, I shall hereafter spend my Wits upon some better Subject.



The End of Legerdemain.

in
marked stakes which must be set
back of the last. There is also four
of the upper side, and therein a hook-
more, with a Hole bored in the midst
like, weighing about fifty Pounds or
thereabouts. A square Piece of Timber, or such
this Dead-fall is made with a

THE Compleat *Vermin-Killer.*

The Dead-fall for Polcats.



THis Dead-fall is made with a square Piece of Timber, or such like, weighing about fifty Pounds or more, with a Hole bored in the midst of the Upper-side, and therein a hooked Crook set fast. There is also four forked Stakes which must be set fast in

The Vermin-Killer. 107

in the Ground: Then lay thereon two Sticks a cross, on which Sticks you must lay a long Staff to hold up the Dead-fall by the Crook; under which Crook you must put a short Stick with a Line made fast thereunto, which Line reacheth down to the Bridge below which Bridge you must make five or six Inches broad.

Also on both Sides of this Fall, you must set Boards or Pails, or you may hedge it with close Rods, and make it ten Inches high or more. The four spreading Corners are made to show the low Hedges, that no Vermin shall pass so easily by, but come thro' the Fall. The Passage should be no wider than the Fall is broad. Men in France hang them on Breaks of diverse Trees, about their Grounds to take the Fox, Wolf, or Dog. but chiefly for the Fox: They hang them to fish from the Ground, that a Fox will leap at it before he can catch it; which Hooks are baited and covered

The Drag-hook to take the Fox.



THis Engine is called a Drag-hook, it is made of Iron or great Wyer, turns on the Weavel like a Grey-hounds Collier. The Husbandmen in France hang them on Branches of diverse Trees, about their Grounds to take the Fox, Wolf, or Dog, but chiefly for the Fox: They hang them so high from the Ground, that a Fox must leap at it before he can catch it; which Hooks are baited and covered

The Vermin-Killer. 109

ed with Livers of Beasts, or other
Flesh. When he catches the Hook
in his Mouth, he cannot deliver
himself from it, but hangs and turns
about with the Hook in his Mouth.
And hereunto they make Trains
with some Garbage against Night.
By this Engine they destroy many
of the Foxes, which otherwise
would devour many of their Lambs
and Poultry.

For Men that dwell nigh the Sea-
side, where there are no Trees, there
'twill be convenient to set up Gib-
bets, and hang your Drags thereon,
and so you may destroy your Foxes
in a short Time.

A Whip or Spring-Trap for the Fox.

This Trap is called the Whip or Spring. It is set thus: There is a String ty'd unto the End of some Pole set fast in the Ground; unto the said String is made fast a small short Stick, with a Nick in the lower End thereof, made thin on the upper side, there the Pole is bound down with it unto another Stick set fast in the Ground, with a Nick also under; then joyn both the Nicks together, as you may see by the Figure, as slightly as you can

can, then open the End of your String: Set it in some Muck, or where you think good. When any Fox, or other Thing, do pluck the said Upper-string aside, then the Nick slips by, and the Pole starts, and so holdshim up. There is Yearly killed by Foxes in this Kingdom, as many do judge, One Thousand Lambs, Two Thousand Poultry, Four Thousand Couple of Rabbits, besides Young Fawns in many Parks and Forests.

How to kill Weasles.

Take Sol-armonick and Wheat-flour, mix it into a Paste with Honey, and throw it in such Places where the Weasles usually come; they will greedily eat it, and it will quickly kill them.

To prevent Weasles from sucking of Eggs.

Take Rue and lay it about the Places where the Hens lay, and the Weasles will not come near him.

To drive Weasles away.
 You must catch a Hedge-weasle alive, and cut out his Stones, and cut his Tail short, so let him run, and all the other, be they never so many, will run away to other Places.

How to gather together all the Rats and Mice into one Place in a House or Barn, and to kill them.

Take a Brass or Copper Pot, as big as you can get, and fill it half full of the Dregs of Oyl, and then set it in the most convenient Place of the House, about the Middle, and all the Rats and Mice will make their appearance, as if it were an Assembly of an Army of Rats and Mice, and you may then strew about the Place Pot-ashes, and it kills them all.

Another.

Take two or three living Rats or Mice, and put them into an Earthen Pot,

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Pot, then stop the Pot close, that the Rats and Mice may not come forth, then make a Fire of Ashen-tree-wood, and place the Pot on the Fire, and when it burneth moderately, all the Rats and Mice in the House, hearing the Cry of those in the Pot, will run immediately to the Place where the Pot standeth on the Fire, as if they did intend by Force to deliver the Rats and Mice in the Pot.

Another.
Take Hemlock-seed, and cast it into the Holes where they usually come, and they will eat it greedily, and it certainly killeth them.

Another.
Take very small Filings of Iron or Steel, which you may have at any Smiths, that worketh with small Files, mix the File-dust with Wheate-dow, and when you lay it into the Holes, the Mice will greedily eat of it, and it is present Death to them.

L

How

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How to make Rats and Mice Blind.

Take *itbinalon* beaten to Powder, sift it through a fine Sieve, then mix it with a like Quantity of Wheat-flour, then put to it a sufficient Quantity of Metheglin, to make it into a stiff Paste, and lay it in the usual Places where the Mice and Rats come, and in a short Time after they have eat it, you will see the Effects, for they will become Beetle-blind.

And thus much I think may be sufficient for these Vermin, Insects, and Ravens that infest the House, Field, Park and Warren.

A Trap for Buzzards and Kites.

The Trap is made after this Manner: You must set a Hurdle on the Ground where you think good, which Hurdle must be held up before with a crooked Stick, and that Stick is held up with a forked Stick put under it, which forked Stick must stand loose on the Ground,

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Ground, without the lower Bridge or forked Stick : Also in setting up the lower End of the crooked Stick, that holds up the Hurdle, you must observe that it be small, and slightly put into the forked Stick and Bridge ; which forked Stick is made fast and tyed with two Threads to the Ground, under the Back of the Hurdle : And when you set it up, it shall be good, with the crooked Stick's End, to let the Bridge stand a Handful high from the Ground, and therein the End of your crooked Stick as slight as you can, that when any Thing comes to take the Bait, and treads it down, the Hurdle falls suddenly on them.

L 2

To

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To take the Buzzard with Three Lime-Twigs.



These Lime-Twigs are to take the Buzzard in the Spring of the Year, as in *March* and *April*, and are thus made: Take three small Rods growing on the End of some Bough, or three small Twigs set on the End of a pretty big stick. You must so place them, that two Twigs must lie on the Ground, and the other lying over, the Stick must have a Hole bor'd in the End, and a Mouse-tail, or a Thread with a live Mouse, must be ty'd unto it. Also the Twigs must be finely laid

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laid with Lime, and in the Morning
laid on the Ground, where you do see
any *Buzzards* near, and as soon as
you are gone, if she spy the Mouse,
you shall see her soon taken. This is
a very good Way to take them in the
Spring, but at other Times not so
good.

*A Trap to take Birds, to be set up in
Corn-Fields, or Orchards.*



This Trap is made with a Pole of
seven or eight Inches about, and se-
ven or eight Foot long, set fast in the

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Ground. Make in the said Pole two Holes, one below, and the other above; in the lower Hole fix a Spring-wand, and bow it unto the Hole above; through which Hole you must put a String, tyed fast to the End of the Wand, which hath a Knot to keep it from slipping off: On the Fore-side of the Hole you must put a blunt Piece of Wood seven or eight Inches long, set loosely in by the Knot to stay the String, which Pin must be cleft in the Middle, and in the cleft you must put a Cherry or Ear of Wheat for a Bait; then spread the String on the aforefaid Pin, as you may see by the Figure. The Top of your Stick must be made sharp, that no Fowl may light thereon, and when any lights on the Pin, it drops out, and the String takes them by the Legs. You may set many such about your Grounds, or you may make them on the Boughs of your Trees.

Ground

How

How to gather Snakes and Adders to one Place.

Take one Handful of Onion, and ten River Crab-fish, pound them together, and lay it in the Places where the Snakes and Adders are, and they will all gather together.

To kill Snakes and Adders.

Take a large Radish, and strike the Adder and Snake with it, and one Blow will kill them.

To drive Adders and Snakes out of Gardens.

Plant in several Places of the Garden Wormwood, and they will not frequent the Garden.

Another.

Take Dears Suet, and strow it up and down where they usually come, and they will depart from the Place.

Another.

*The Vermin-Killer.**Another.*

Take the Roots of Centaury, and lay it in the Place where they come and they will depart.

How to touch and handle Snakes and Adders without harm.

Wash your Hands with the Juice of Radishes, and you may freely touch them without Danger; or take in you Hand the Herb *Stactum*, and the Snake or Adder will not hurt you.

How to kill Caterpillars.

Take Ox Piss and Lees of Oyl, and boil them together; it kills the Caterpillar infallibly, if you cast it upon the Trees or Bushes where they are.

Another.

Take Sheeps Dung, and a small quantity of Tar, mix it with Chamber-lye, and apply it Morning and Evening to the Root, Stalk or Branch, in-

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infected with Caterpillars, and in a very short Time it will kill them.

Another.

Take Fig-leaf Ashes, and cast it on the Root, and it destroyeth the Caterpillars; or take a Gallon of Crabs, and steep them ten Days in Water, and sprinkle the Trees with the Water, and it killeth the Caterpillar.

To gather together and kill Frogs.

Take Ox, Sheep, or Goat's Gaul, and bruise it by the Water-side, and the Frogs will gather to it, and so will quickly die.

To kill Bugs.

Take the Gall of an Ox, and mix it with Vinegar, and rub the Cracks and Joints of the Bedstead with it, and all the Bugs will suddenly die; or take a Quantity of Blunstone, beat it to Powder, then mix the Powder with old Oil, and use it before.

Another.

is in best, and liquors, and new beets, and
 most like *Another.* and most good

Take a convenient Quantity of fresh
 Tar, mix it with the Juice of Wild
 Cucumbers, let it stand a Day or two,
 stirring it four or five Times a Day,
 then anoint the Bedsteads with it,
 and all the Bugs will die; or take
 strong Glew, and boyl it with Vine-
 gar, and rub the Bedsteads with it,
 and the Bugs will certainly die.

is in best, and liquors, and new beets, and
 most like *Another.* and most good

Take Wormwood and Rue, of
 each a good handful, and mix them
 with common Oyl, and put to them
 as much Water as Oyl, that the Oyl
 and Water may cover the Worm-
 wood and Rue; then boyl it till all
 the Water is boyl'd away, then strain
 the Oyl out from the Herbs, and mix
 it with Sheeps Suet, as much as the
 Oyl, anoint the Bedsteads with it;
 it is an infallible Remedy.

is in best, and liquors, and new beets, and
 most like *Another.* and most good

Another.

Another.

Take Brimstone and Wax, and burn them under the Joynts of the Bedsteads and Creases where the Bugs are, and they will immediately come out of their Holes, and you may kill them; or take Quicksilver and mix it with Hogs-grease, of each a like Quantity, and anoint the Bedsteads with it.

How to kill Fleas.

Take Sops-lees, and boyl two or three Onions in it, let it cool, then sprinkle the Room with it, and it kills the Fleas. Or this, Take Mustard-seed, and boyl it with the Herb *Daphnes* in Water, and sprinkle the Room with it.

Another.

Take Wormwood, Lavender, and Nut-leaves, and boyl them in Vinegar a good while, then sprinkle the Blanket with it, it certainly kills the Fleas.

Another.

Another.

Take an Earthen Platter, that is broad and shallow, fill it half full with Goats Blood, and set the Platter under the Bed, and all the Fleas will come into it like a swarm of Bees. Or take the Blood of a Bear or Badger, and put it under the Bed, as before, and it gathers the Fleas to it, and they die immediately.

How to kill Lice.

Take Hogs-Lard, Quick-silver and Sage, as much of each as is needful, and mix them together to a Salve, and anoint the afflicted Place.

How to kill Nits and Lice in the Head.

Take three Ounces of Oyl of Olives, one Ounce of Wax, three Drams of Stavoface, and as much Quicksilver, of these make a Salve, and anoint the Head all over, it certainly kills the Nits and Lice.

Another.

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Another.

Take Red Orpiment, and Salt-Peter, of each a Dram, and Lice-Herb two Drams, mix these together with Oyl and Vinegar, and anoint the Head with it, and it kills them.

How to kill Crab-Lice.

Take a roasted Apple, and take the Skin and Core from it, and beat it in a Mortar, with as much Quick-silver as will make it into an Ointment, and therewith dress the affected Place.

How to gather Moles together to one Place.

Take a living Mole, and put her in an Earthen Pot, stop it close, and make a Fire in the Place where you
M would,

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would gather the Moles together, and set the Pot on the Fire; and immediately all the Moles will gather to the Pot, hearing the Mole in the Pot cry.

How to kill Moles.

Take an Earthen Jug or Pot, that hath a full Body, and narrow Neck, and put Brimstone, Cedar-wood, Bees-wax, and Rosin, cut into small pieces, mix them together, then stop the Mole-holes that are near, with the Earth that the Moles have cast out, all but one, and into the Hole that is open put the Neck of the Earthen Pot, after the combustible Matter is set on Fire, so that the Smoke of the Pot, may enter into the Earth where the Moles passeth, and they will immediately be choked.

Another.

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Another.

Take white Helibore bruised very small, mix with it Wheat-flour, the Whites of Eggs, Milk and Wine, and lay in little Cakes of it in the Mouth of the Holes, and the Moles will greedily eat of it, and it certainly killeth them, or take the Juice of wild Cucumber, and pour it into their Holes, and it killeth them.

How to drive Pismires.

Take half a Pound of Brimstone, melt it in an Earthen Pot, on a slow Fire, mix with it the Salt of Wine Stone three or four Ounces, mix it so long till it become Red, then take it from the Fire, and beat it from the Fire, and beat it on a Board with fair Water, and it will cool immediately, then let it dry, and beat it to Powder in a Mortar; then put it into a Glass

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of Water, and let it stand till it hath coloured the Water, sprinkle the Water on the Pismires Banks, and it kills them.

To kill Pismires.

Take the Roots of wild Cucumbers, and set them on Fire where the Pismires are and the Smoke will kill 'em; or take *Cirenicum* and melt it in Oyl, and pour it on the Pismire-banks, and it will kill them.

Another.

Take Musk-shells, burn them with Storax, and beat them to a small Powder, and strew the Powder where the Pismires usually are, and in the great Banks, and it will kill them.

How

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How to take the Hern.

The Hern destroys much young Fish, and others, if they come nigh the shallow Places or Banks, she is fearful, and difficult to take, therefore some do bait a Hook, with a *Minnow* or other small Fish, or with a Piece of an *Eel*; then make your Line Green, or like the Water where she hants in a shallow Place, there put your Pin in the Earth of the shallow Water, and lay your Bait so that she may wade half a Foot deep into it, for else the Kite or Crow will soon have it; she will soon swallow it, and so be taken.

How to destroy the Cormorant.

The Cormorant is a great destroyer of Fish also, he useth the fresh Water, take Fish of three or four Years growth. The only way to destroy

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them is by destroying their Nests in breeding-time, they breed in Islands and Rocks by the Sea. Some may be destroyed in Rivers and Pools with a Cross-bow or Hand-gun.

How to take the Bird call'd the King's-fisher.

This Bird is likewise a great destroyer of young Fry, and small Fish; he is about the bigness of a Lark, and doth commonly breed in Banks of Rivers and Brooks; his Feathers are Green and Blue; he always haunts about the Sides of Rivers and Brooks, where small Fish are, and as soon as he hath caught a Fish, will fly to the next Bough, and there sit on a Twig and eat the Fish. To take this Bird, you must mark where his haunt is, and there set down a Bush or Branch, and put a Lime-twigg under the said Bush, for as soon as he hath taken a Fish, he will fly thither and
light

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light on that under Twig lim'd, and so you take him.

This Bird being dead, if you hang him up by the Bill with a Thread in your House, where no Wind bloweth, his Breast will always hang against the Wind, whereby you may know perfectly in what Quarter the Wind is at all Times, both Night and Day.

How to kill the Ospray.

The Ospray is a Bird like a Hawk, near as big as the Tarcel of a Goshawk; he is a great Destroyer of Fish; he will take Fish in the midst of a great Pond; he hath one Foot like a Duck, and the other like a Hawk; as she flies over the Water, the Fish will come up unto him.

The best way to kill him, is to watch where he eats his Fish, (for he will eat it on some Tree near the Place

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Place where he takes it (and there kill him with a Gun.

How to take the Water Rat.

The Water-Rat is a hurtful Vermine, that kills Fish, especially Creviss, Loches, Culles, and Trouts, lying in Holes of Banks, they do destroy much other Fish and Spawn in shallow Rivers and Brooks. It is hard to kill them; but where you see their Paths on Bank-sides, there set a Deadfall, for they range Abroad at Nights, like other Rats, and will frequent Corn-mills, and Fulling-mills, to eat Corn and gnaw Cloaths. The only way to take them is, to pin square boards against the Holes, where they haunt, which Boards must have a great hole in the midst, and set just against their coming in or out, fastned to the Banks; then make a Latch, and set it on the out-side of the board, tiled as you tile the Fox Latch, (as you

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you have seen before in its proper Place) on the lower part of the hole before-mentioned; you must put three or four Pricks of Wire, to hold any Thing that comes out or in. This Experiment is easily try'd.

How to take Sea-Pies.

The Sea-pie is a Fowl that useth the Seas, and breeds in Islands in the Sea, and lives most by Fish. Where they use in fresh Rivers, they destroy much young Fry, and such as swim near to the Top of the Water. One Way to take them is, by liming two small Oziars, and bind the Ends that are next the Bait, almost cross-wise, then take another short Stick and bind the one End unto your End of cross Twigs; and put that short Stick through the fish or bait, then lay it on some Water Leaf, Rushes, or such like, in the midst of the River, and as soon as they see it, they

they will take and fly away with it in their Bills, but are immediately lim'd and taken.

Another.

You must put a small Stick in the Bait, and at the lower-end tye a Thread an Inch long, and to that Thread tye your limed Twigs, and when she takes and flies away with it, she cannot fly far but she will be limed, for the Twigs will turn and touch her Wings, and then she will fall.

Thus you may take many Sea-Pies both in Summer and Winter, and the same Way you may take both Crows and other Birds.

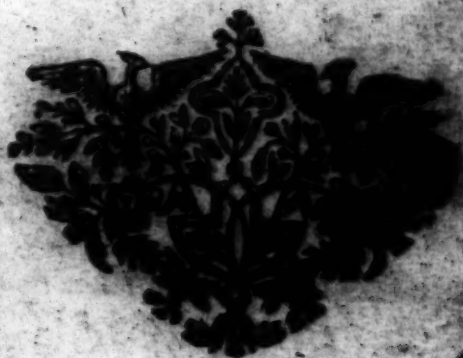
How to make Lime.

Take the Berries of Mistleto, gathered in Autum, in the full of the Moon,

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Moon, (for then they are in most Force) and bruise them, letting them lye a space to rot, then wash them in running Water, till they be clean, like other Lime; and therewith you may take Birds, as with other Bird-lime made of the Bark of Holly.

F I N I S.





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